

**FIA**<sup>TM</sup>  
**FORMULA 1**  
**WORLD**  
**CHAMPIONSHIP**

# F1 WORLD GRAND PRIX

**SEGA**<sup>®</sup>

**VIDEO SYSTEM**

**EVERYONE**<sup>TM</sup>  
**E**  
CONTENT RATED BY  
**ESRB**

51030

# **WARNINGS Read Before Using Your Sega Dreamcast Video Game System**

## **CAUTION**

Anyone who uses the Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Dreamcast before the minor uses it.

## **HEALTH AND EPILEPSY WARNING**

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

## **OPERATING PRECAUTIONS**

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-ROM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

## **PROJECTION TELEVISION WARNING**

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

## **SEGA DREAMCAST VIDEO GAME USE**

This GD-ROM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-ROM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

# **~~C O N T E N T S~~**

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# Using the Controller

The configuration of the Sega Dreamcast Controller and the Race Controller can be set to either **Type-A**, **Type-B** or **Custom**. To adjust the setting, select **System** in the **Select Mode** screen and the **System Options** menu will be displayed. Select **Controller** and the following selections will be displayed :

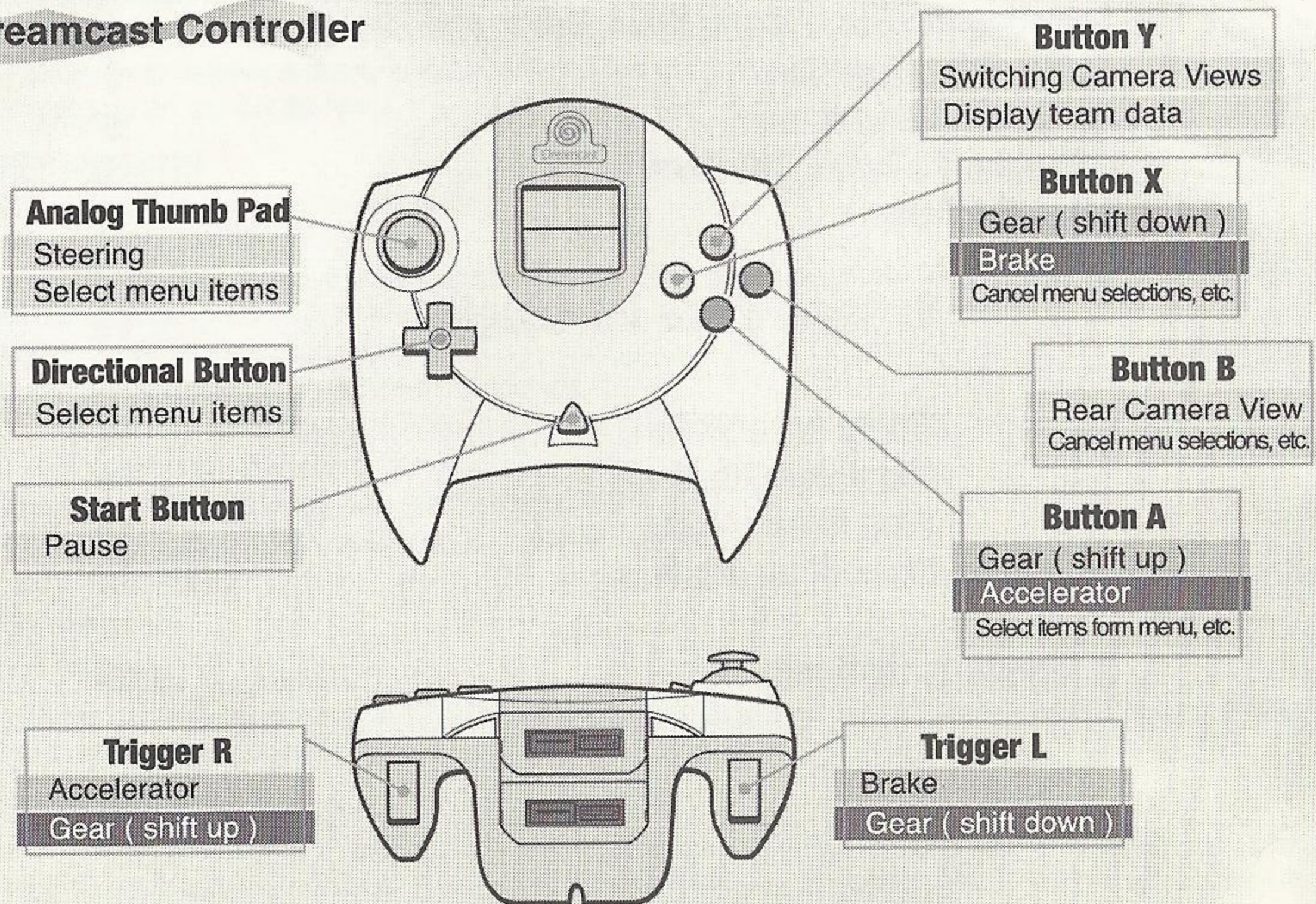
**Type-A** Use the Trigger R to accelerate and the Trigger L to brake.  
These functions allow you a very fine control over the Formula 1 cars.

**Type-B** The controller setting is the same as on other existing race games.

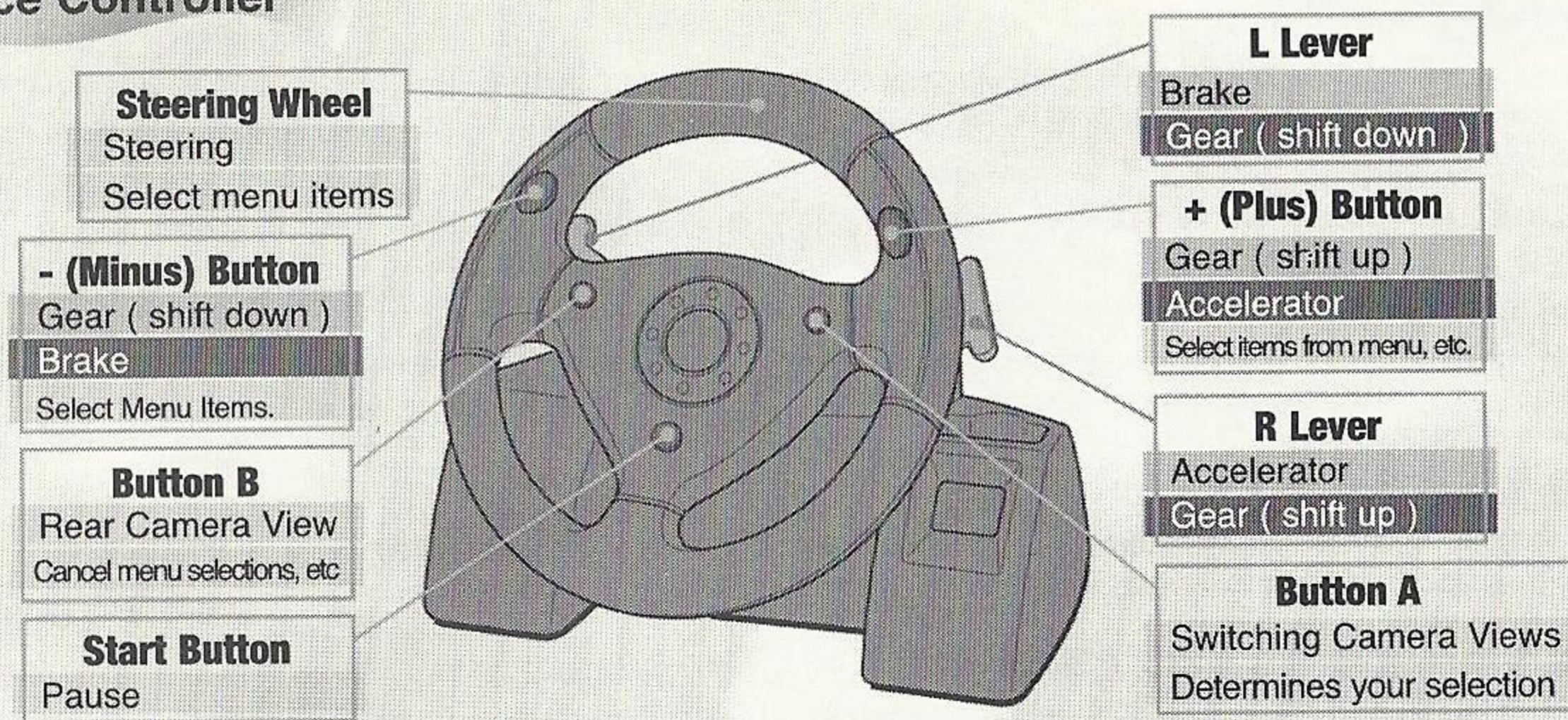
**Custom** The controller can also be customized to your own preference.

Type-A :  Type-B :  Type-A /Type-B : 

## Sega Dreamcast Controller



## Race Controller



To return to the Title Screen, press the Start Button while holding down Buttons A and B.

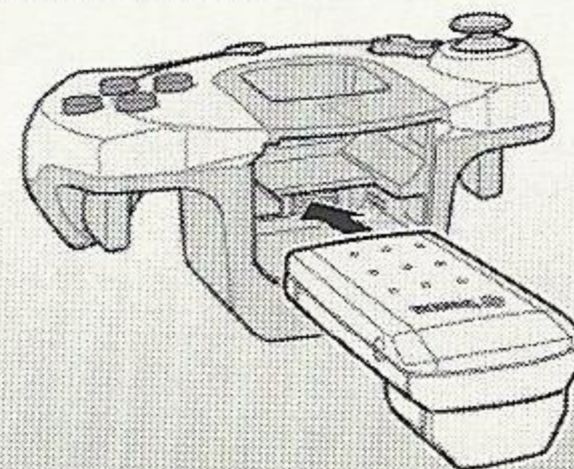
When using the Race Controller, never touch the steering wheel or left and right levers when turning the Sega Dreamcast power ON. Doing so may disrupt the initialization procedure and result in malfunction if readjustment is not properly carried out via the Options menu. If the handle or levers are accidentally moved while turning the power ON, immediately turn the power OFF and ON again making sure not to touch the Race Controller.

## JUMP PACK

The Jump Pack (sold separately) can be connected to Expansion socket 2 on your controller. The controller will vibrate when the car drifts or hits the gravel. This function can be set to **ON / OFF** on the **Controller Options** screen. Press the Start button while holding down Buttons A, B, X and Y on your Controller. This will reset the Vibration function and will return you to the TITLE screen.

\*The Jump Pack cannot be used with the Race Controller.

## SEGA DREAMCAST JUMP PACK™



## VISUAL MEMORY UNIT ( VMU )

The Visual Memory Unit ( sold separately ) allows you to save and load race data.

\*While saving a VMU Specific Game file, never turn OFF the Sega Dreamcast power , remove the memory card or disconnect the controller or other peripheral equipment.

# 1. Starting The Game

## Starting The Game

This game is for 1 or 2 players. Before turning the Sega Dreamcast ON, connect the controller or other peripheral equipment to the controller ports on the Sega Dreamcast. Place the **F1 World Grand Prix** in the correct position and press the Power Button ON.

\*Do not touch or move the Analog Thumb Pad or the R / L Triggers on the Controller or the Steering Wheel and R / L Levers on the Race Controller while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

Press the Power Button to begin play. When the Title screen appears, press the Start Button. This leads you to the **Select Mode** Screen.

## Language Choices

Choose the **System** in the **Select Mode** screen and proceed to the **System Options** screen. Select Language which allows you to choose between **English**, **French**, **German** and **Spanish** language versions.

## Selecting the Game Mode, Team, Driver and Circuits

From the Select Mode menu, the following different game modes can be selected.

### Select Game Modes

<b>Single Race Mode :</b>	You will take part in the Final Race of the '98 F1 Grand Prix.	P.12 /
<b>Championship Mode :</b>	Conquer the entire 16 races to become a world champion.	P.12 /
<b>Time Attack Mode :</b>	You are a solo driver, concentrating on practicing the course. Your practice will be even more effective if you choose to compete with the Ghost Car.	P.14 /
<b>Match Race Mode :</b>	Two players can compete with each other.	P.14 /
<b>System :</b>	Used to customize the Display items on the screen and also adjust the Sound and Controller functions.	P.15 /
<b>File Menu :</b>	Select this menu to replay saved races and load Ghost Car data or car settings from the VMU.	

### Select Team

Choose your team from one of 11.

### Select Driver

Select one of the two drivers from your team.

## ==== **Driver Options** =====

Once you have selected your driver, you can select from the following options.

<b>Skill :</b>	<b>Novice / Expert</b> Novice is for the people with little or no experience. Expert for those who want to experience a more realistic feeling in car dynamics.
<b>CPU :</b>	Select the level of AI (artificial intelligence) cars. <b>Easy / Normal / Hard/ Super-Hard</b>
<b>Acceleration :</b>	If this is <b>ON</b> , the accelerator functions are automatically adjusted so that the car tires won't spin. ( <b>Novice Level only</b> )
<b>Braking :</b>	If this is <b>ON</b> , the car will brake automatically when it approaches a corner. ( <b>Novice Level only</b> )

## ==== **Select Circuit** =====

Select one of the 16 circuits.

## ==== **Race Options** =====

The following options allow you to select the race conditions.

<b>Laps :</b>	Sets the number of laps in a race. <b>3 / 6 / 12 / Half / Full</b>
<b>Weather :</b>	Chooses between <b>Sunny / Partly Cloudy / Cloudy / Light Rain / Rain / Random</b> ( the weather will change during the race )
<b>Flags :</b>	If this is <b>ON</b> , the flags which regulate an F1 race will become effective.
<b>Pit In :</b>	If this is <b>ON</b> , your fuel will run low and your tire condition will deteriorate throughout the course of a race.
<b>Car Damage :</b>	If this is <b>ON</b> , the car will sustain damage during the race. This will affect its performance.
<b>98 Events :</b>	If this is <b>ON</b> , '98 race events such as the drivers' qualifying session record, retiring record, pit stops and engine blow outs will be emulated. ( This option is only available in races of 12 or more <b>Laps</b> with <b>Pit In</b> is <b>ON</b> . )
<b>Safety Car :</b>	When it is <b>ON</b> , a Safety Car runs before the car in the lead until the track is maintained when an accident occurs. Do not overtake your rival cars when it is on the track. ( This option is only available in races of 12 or more <b>Laps</b> with <b>Flags</b> is <b>ON</b> . ) *A Safety Car does not appear when <b>98 Events</b> is <b>ON</b> .
<b>Grid Position :</b>	Choose your starting position from <b>1 ~ 22</b> .

\*Depending on the mode, the menu item names may be different and some items will not be available for selection. \*After you exit this menu, the screen will display all of the options which you have selected.

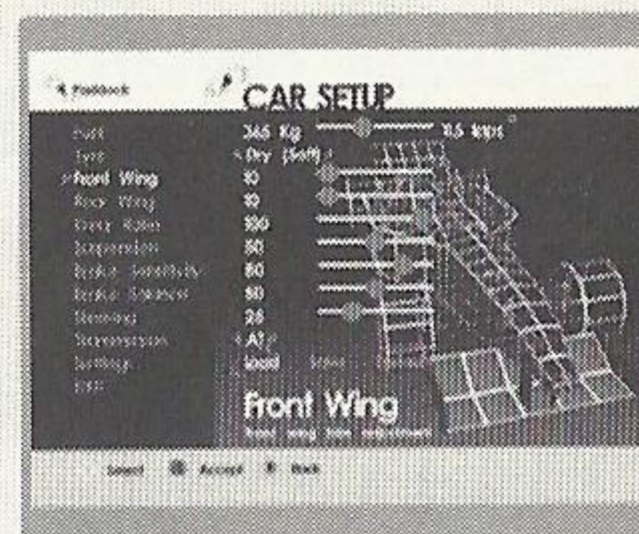
## ==== **Review Options** =====

Press Button A to start the Review Options. Press Button A again and the **Paddock** menu will appear.

## Customizing Your Car

### ▬▬▬ Paddock ▬▬▬

You can change your car settings to adjust its performance. The settings will be shown with slider bars.



### Car Setup

The settings will be shown with slider bars.

### Telemetry

This displays the **Engine Revs.**, **Gears**, **Speed**, **Acceleration**, **Braking** and **Steering** of your car in previous laps. This function allows you to analyze your performance and see where it can be improved.

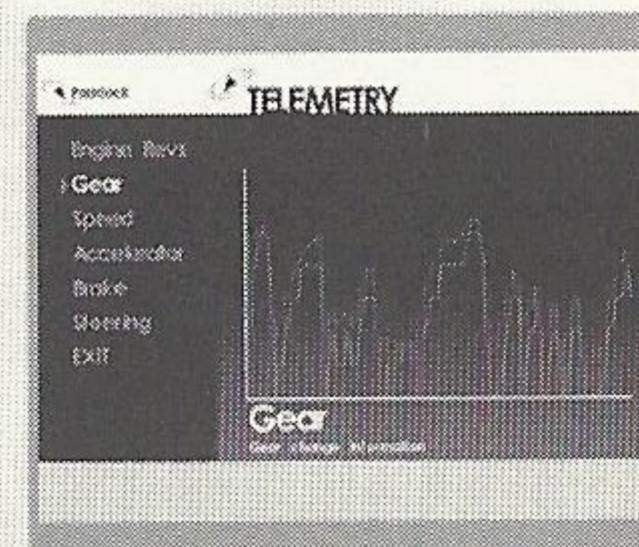
### Standings

This shows your current position and time in **Qualifying Session**.

### System

Please refer to page 15 for details.

\*Once you exit from the **Paddock** screen, the race will begin.



#### Fuel :

You can vary the amount of fuel you carry. The amount of fuel will affect the number of laps you can drive, but will also affect your Speed, Acceleration, Turning and Braking ability.

#### Tire :

Different types of tires can be used to suit the different weather conditions. **Dry** is for use in sunny weather and Rain and Hard Rain are suitable for Rainy Conditions. **Intermid** is used during Light Rain or Very Damp Conditions. The **Soft** provides maximum grip, but is not durable. Hard does not provide as much grip, but it is durable.

**Note:** In the Championship mode, the type of **Dry Tire** is sometimes restricted.

#### Front Wing : / Rear Wing

The angle of the wings can be set to adjust the Downforce. The angle of the wings will affect your Steering and Braking, as well as your Speed and Acceleration.



<b>Gear Ratio :</b>	You can adjust the car acceleration performance and maximum speed. If you lower the ratio, the maximum speed will be lowered, but the acceleration performance will improve. This setting is suitable for courses where moderate speeds are required.
<b>Suspension :</b>	Selects the different types of suspension. If you set it to Hard, the Acceleration, Turning and Braking increases, but the tires wear out quickly.
<b>Brake Sensitivity :</b>	Adjusts the brake sensitivity.
<b>Brake Balance :</b>	Changes the brake ratio of front and rear wheels. The lower it is set, the better the cornering function will be as the brake ratio tends to the front wheels, but also the easier your car will be to spin. And when the higher it is set, the less your car will be to spin as the brake ratio tends to the rear wheels, but also the less the cornering function will be.
<b>Steering :</b>	This controls the angle to which the wheel can be turned. The greater the angle you set, the easier it will be to turn corners. However, at high speeds, the car will tend to spin easily at corners.
<b>Transmission :</b>	Set to <b>AT</b> or <b>MT</b> . <b>AT</b> is recommended for novice drivers, but better performance can be achieved with <b>MT</b> . When in <b>AT</b> , gear down will put you in reverse. When in <b>MT</b> , gear down when in first gear will put you in reverse. Gear up, to return to forward driving.
<b>Setting :</b>	<p><b>Load :</b> This loads the setting you have saved from the VMU.</p> <p><b>Save :</b> This saves the setting you have selected to the VMU.</p> <p><b>Default :</b> This automatically sets up the car to a recommended setting.</p>

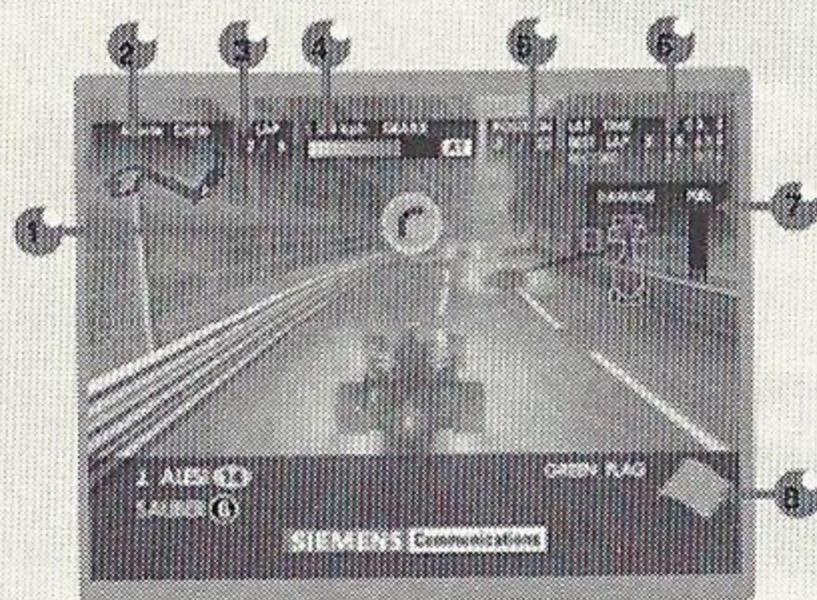
### **DOWNWARD FORCE**

**Downforce** is created by air travelling over the car wings. This has the effect of pushing the car down on the track. The greater the **Downforce**, the more Grip the car has.

### **OVERSTEERING and UNDERSTEERING**

Balancing the Front and Rear Wings has a big effect on how the car will perform at bends. If the Front Wing angle is greater than that of the Rear Wing, it is easier for the car to go into a spin (**Oversteer**). On the other hand, if the angle of the Rear Wing is greater than that of the Front Wing, it makes the cornering more difficult (**Understeer**). Some cars have a tendency to oversteer or understeer due to their design.

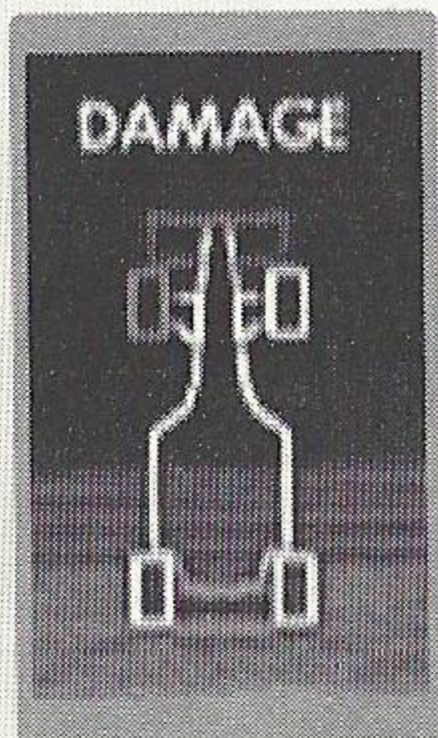
## On Screen Information






- 1 Course Map
- 2 The Current Lap Number / The Total Number of Laps
- 3 Speedometer  
Gear Position  
Tachometer  
Type of Transmission
- 4 The Current Ranking / Number of cars participating in the race
- 5 Lap Time  
Player's Best Lap Record
- 6 Car Damage Icon  
Fuel Meter
- 7 Corner Icons  
(The name of the corners)
- 8 Flags

## Car Damage Icon

The color of the icon changes from White to Red as the car damage increases.








- |   |  |
|---|--|
|  <b>Damaged Wings :</b>      | When the icon becomes Red, the Downforce decreases.  |
|  <b>Tire Wear :</b>          | When the icon becomes Red, the car loses traction and speed. The tires will eventually fall off. |
|  <b>Damaged Suspension :</b> | When the icon becomes Red, the control and the stability of the car is decreased.                |

## Fuel Meter

When the icon becomes Red, you may have to face retiring from the race.





## Flags

-  **Checkered Flag :** Shown to indicate the end of the Practice / Race.
-  **Black Flag :** Shown to indicate that the driver is disqualified from the race.
-  **Warning Flag:** Given for unsportsmanlike behavior, violation of the rules such as ignoring the yellow flag, taking short cuts, driving in the wrong direction etc. Warning flag is displayed.
-  **Yellow Flag :** Shown to indicate that there was an accident on the track. While this flag is displayed, you are not allowed to overtake other cars.
-  **Green Flag :** Shown to indicate that the track is now all clear again.

## Corner Icons

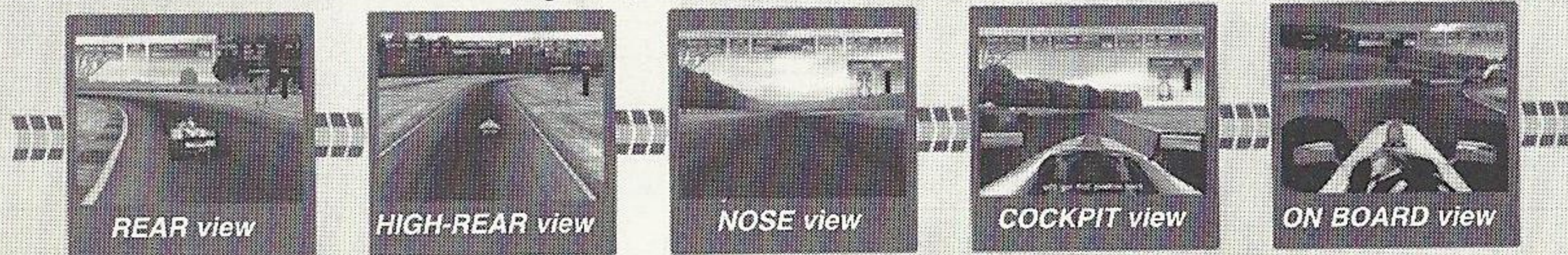
### What's the Corner Icons?

The corner icons inform the driver of the direction and sharpness of bends, as well as the name of the corner.

-  **Easy Curve :** Gentle curve. You can manage the curve fairly easily by just turning the steering wheel without reducing the speed.
-  **Hard Curve :** Almost a 90 degree curve. It requires hard braking.
-  **Hairpin :** You will have to turn the wheel virtually 180 degrees to make this very tight bend.
-  **Chicane :** Very sharp S Curve.

## Switching Camera Views

You can switch the camera views during the game by pressing Button Y.



## Adjustments During The Race

### Game Pause

Press the Start Button during the game and the game will be suspended temporarily to allow you to make the following selections :

<b>Continue Race :</b>	To continue the race.
<b>Display Options :</b>	Changes the screen display during the game. This can also be adjusted through the <b>System Options</b> . See page 15 for more details.
<b>Sound Options :</b>	Adjusts the Sound and Music during the race. This can also be adjusted through the <b>System Options</b> . See page 15 for more details.
<b>Paddock :</b>	Returns to the <b>Paddock</b> screen during the game.
<b>Restart :</b>	Restarts the same race from the beginning.
<b>Retire From Race :</b>	Abandons the race and progress to the Race Result screen.

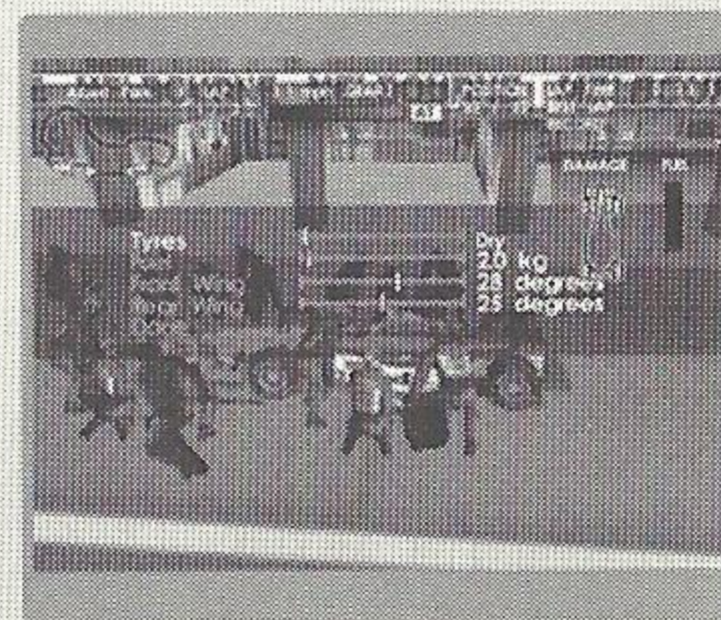


Depending on the mode you are playing, some item names may be different and some items may not be available for selection.

### Pit Stop

During the race, you can make pit stops to refuel and have your tires changed and wings and suspension repaired. ( see below )

<b>Tire :</b>	Select from <b>Dry / Intermediate / Rain / Hard Rain / *Keep</b> *If you do not wish to have your tires changed.
<b>Fuel :</b>	Set the amount of fuel to put into the car.
<b>Front / Rear Wing :</b>	Select this to adjust the angle of the wings.
<b>Done :</b>	Select this when you are ready to leave the pit.



## After The Race

### ==== *Race Over* ====

When you finish the race, you can confirm the results and watch the replay of the race.

<b>Playback Lap :</b>	Replays the last lap of the race.
<b>Save Playback :</b>	Saves the replay data to the VMU ( if inserted ). This can be replayed from the <b>File Menu</b> in the <b>Select Mode</b> .
<b>Save Ghost Car :</b>	Saves your best lap as a Ghost Car. ( <b>Time Attack Mode</b> only )
<b>Race Results :</b>	Displays the race Results, Drivers Ranking and Points. Press UP and DOWN on the Analog Thumb Pad (Directional Button) to scroll the Lap Time, Driver's Points, Ranking and Awarded Points.
<b>Try Again :</b>	Restarts the same race from the beginning.
<b>Change Options :</b>	Allows you to change your options before racing again. ( <b>Match Race Mode</b> only )
<b>Continue GP :</b>	Moves to the Schedule Select screen. ( <b>Championship Mode</b> only )
<b>Quit To Menu :</b>	Ends the current mode and returns to the initial <b>Select Mode</b> screen.

\*Depending on the mode, some item names may be different and some items will not be available for selection.

### **Replay**

Replays can be watched from the following different viewpoints:

**FRONT view** \*\*\* **COCKPIT view** \*\*\* **ON BOARD CAMERA view** \*\*\* **LOW REAR view** \*\*\* **HIGH REAR view** \*\*\* **REAR WING view**  
**SIDE PONTOON view** \*\*\* **FRONT SUSPENSION view** \*\*\* **TV CAMERA view**

#### Camera View Controls

##### **Sega Dreamcast Controller**

Start Button	Pause
Analog Thumb Pad	Not Used
Directional Button	Select Car
Button A	Not Used
Button B	Switching to Rear Camera View
Button X	Not Used
Button Y	Switching Camera Views
Trigger R	Zoom in (TV camera views only)
Trigger L	Zoom in (TV camera views only)

##### **Race Controller**

Start Button	Pause
Steering wheel	Select Car
+ (Plus) Button	Not Used
- (Minus) Button	Switching Camera Views
Button A	Not Used
Button B	Switching to Rear Camera View
R Lever	Zoom in (TV camera views only)
L Lever	Zoom in (TV camera views only)

#### Save Replay

If you select the Save Playback at the end of the race screen, you can save the replay. The saved data can be viewed from the File Menu.

## 2. Game Mode Introduction

### Single Race Mode

You will take part in a single race of your choice from the '98 F1 Grand Prix.

### Championship Mode

The race schedule is based on the actual F1 rules. It begins with the Course Practice and progresses to the Qualifying Race and then finally to the Championship Race to compete to become the world champion. If the **98 Events** option is turned **ON**, actual 98 events such as the drivers' qualifying sessions, retiring records, pit stops and engine blow outs will be replayed.

(This only applies to races of 12 or more laps )



### Grand Prix Rules I

#### 107% Rule

When **107% Rule** is **ON**, and the result of your qualifying time during the preliminaries is 107% or more than that of the first place driver you will not qualify for the race.

\*You can change this setting at the **Race Option, 107% Rule**.

\*107% rule is applied only to the Player.

#### Limited Usage of Dry Tires

In **Championship Mode**, you must select the **Tire** type before you start **Qualifying** and further sessions. Once you have selected **Dry Tires**, you must use the same type of tire for the **Warm-up** and **Final Session**. It is entirely up to you what type of tires you select. Choosing a **Soft Tire** will allow you to establish a good qualifying time and if you are considering the time you will have to spend in the pits, you should choose the **Hard Tire**. Think hard about the long term strategies at this point.

### Starting The Championship Mode

If you want to start the game afresh, choose **New** and then select the **Team, Driver** and **Options** for the race. If you want to play a game you have already saved, select **Load** and choose the file for which you have saved the game data.

## ≡ Schedule Select ≡

The race progresses according to the following schedules. You can skip one or more sessions to progress directly to the **Final**, but at the **Final Session**, you will be last on the grid.

\*When **107% Rule** is **ON**, and you skip **Qualify Session**, you will not qualify for the race.

### Friday / Saturday Practice Session :

To check your time, select **Standings** in the PADDOCK.

### Qualify Session :

Depending on the results of this session, your grid position will be allocated for the **Final Session**. You can not drive more than 12 laps. The fastest driver takes pole position for the **Final Session**. You can acquire information of your current position and time as well as for all the drivers by selecting **Standings** from the **Paddock** menu. By selecting accelerated with the A Button in Current Standings, the race will be fast forwarded. Otherwise it will take an hour for all the drivers to finish.

### Warm-up Session :

The last practice session before the **Final Session**. To check your time, select **Standings** in the **Paddock**.

### Final Session :

The total of 16 races to be completed. Driver's points will be allocated based on the score of each race. The driver who earns the highest overall score will become the champion.

### Start Session :

This will start the session you are currently on.

### Skip Session :

By selecting **Skip Session**, you can bypass any of the following sessions of the current Grand Prix.

### Skip Grand Prix :

You can select this to skip the current Grand Prix.

### System :

Used to customize the Display items on the screen and also adjust the Sound and Controller functions.

### Save Game :

You can save your data for each session by selecting **Save Game**.

## Time Attack Mode

Use this mode to practice and improve your driving techniques. You are the only driver on the entire circuit. You can also have a more effective practice by competing with a **Ghost Car**.

### What is the Ghost Car ?

The **Ghost Car** is a replica of the car which holds either your current best lap or loaded best lap. In **Best Lap Mode**, by beating the **Ghost**, subsequent ghost cars will repeat the lap you did.

\* To set up the **Ghost Car**, select **Best Lap** or **Load** in **Ghost Car** selection on the **Race Options** screen.



**Best Lap :** This displays the **Ghost Car** which holds your **Best Lap**.

**Load :** This displays the **Ghost Car** saved on the VMU.

**None :** Select this if you do not wish to compete with the **Ghost Car**.

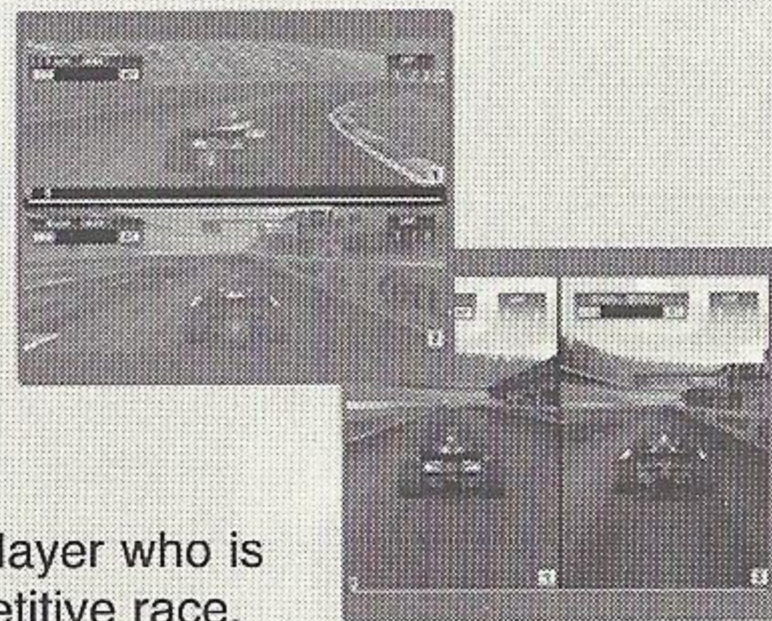
### Saving the Ghost Car data

As your best lap is improved, the **Ghost Car's** best lap is automatically renewed, this is only available in **Best Lap Mode**. Once you have completed at least one lap, the **Save Ghost Car** option will become available on the **Race Result** screen. If **Save Ghost Car** is selected, you can save the new **Ghost Car** data.

## Match Race Mode

This mode allows two players to compete with each other. Select the team driver and course and then adjust the settings on the **Paddock** screen. Once this is done, you are ready to start the game. To change the **Screen Split**, see **Display Options** on page 17.

\*You can also set **Catch Up** on the **Race Options**. If it is turned on, the player who is trailing will have their performance improved to allow a closer, more competitive race.





# 3. System Options

You can make further adjustments to customize the system on the **System** menu. This menu will appear when you select **System** on the **Select Mode** screen.

## ≡ Display Options ≡

Adjusts / changes the display items or their values in the game.

- |                       |  |
|-----------------------|--|
| <b>Speed Type :</b>   | Choose between <b>MP/H</b> and <b>KM/H</b> for the speedometer display.  |
| <b>Racing Line :</b>  | If this is <b>ON</b> , the ideal racing line showing the fastest route of the circuit ( <b>Racing Line</b> ) will appear on the track.   |
| <b>Corner Icons :</b> | If this is <b>ON</b> , the <b>Corner Icons</b> is displayed.   |
| <b>Subtitle :</b>     | If this is <b>ON</b> , the <b>Subtitle</b> will appear from time to time.  |
| <b>Camera Mode :</b>  | Select between <b>Inertia</b> camera always attempts to view down the length of the car and a more <b>Static</b> view, which is less rigidly attached to the car, sweeping around when turning corners and going up/down hills, to give a better feel of the car driving on the track. |
| <b>Overlays :</b>     | If this is <b>ON</b> , the Course Map, Rev. Counter and the Race Information are displayed ( <b>Lap / Position / Lap Time / Best Lap / Record</b> ).   |
| <b>Screen Split :</b> | You can choose to split the screen <b>Horizontal</b> or <b>Vertical</b> during the <b>Match Race</b> .   |

## ≡ Sound Options ≡

Adjusts the game's sound effect.

- |                           |   |
|---------------------------|---|
| <b>Music Selection :</b>  | Choose to listen to the game's different tunes, by pressing either the Analog Thumb Pad or the Directional Button.  |
| <b>FX Selection :</b>     | You can listen to the game's sound effects. Press the Analog Thumb Pad or the Directional Button LEFT/RIGHT to select the sound and press Button A to play. |
| <b>Music Volume :</b>     | Adjusts the volume of the music.  |
| <b>Car FX Volume :</b>    | Adjusts the volume of the Sound Effect for your car.  |
| <b>Ambient Volume :</b>   | Adjusts the volume of the Sound Effect for the crowds, etc..  |
| <b>Pit Radio Volume :</b> | Adjusts the volume of the Pit Radio.  |
| <b>Stereo Mode :</b>      | You can choose between <b>Stereo</b> or <b>Mono</b> .   |

## ≡ Controller Options ≡

Change the settings of the Controller Buttons. Press the Analog Thumb Pad or the Directional Button UP/DOWN to highlight the item and press Button A to select.



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